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Nintendo ENTERTAINMENT SYSTEM®

INSTRUCTION BOOKLET

NES-CQ-USA

THE INCREDIBLE CRASH DUMMIES

WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV.

Do not use a front or rear projection television with your Nintendo Entertainment System® ("NES") and this video game. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with this video game, neither L.N. Ltd. nor Nintendo of America Inc. will be liable for any damage. This situation is not caused by a defect in the NES or the game; other fixed or repeat images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

SAFETY FIRST

- This is a high precision game with complex electronic circuitry. It should not be stored or used in places that are very hot or cold. Never hit or drop it. Never attempt to open it or take it apart.
- Don't touch the connectors or get them wet or dirty; this will damage the game circuitry. Keep them clean by storing the Game Pak in its protective case.
- Don't clean with benzene, paint thinner, alcohol or similar solvents.
- If you play for long periods of time, take a 10 to 15 minute break every hour or so.

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BEFORE YOU GET STARTED!

1. Make sure the power switch on your NINTENDO® control deck is OFF.

2. Insert the **INCREDIBLE CRASH DUMMIES™** game pak as described in your NINTENDO ENTERTAINMENT SYSTEM® manual.

3. Turn the power switch ON.

After the **INCREDIBLE CRASH DUMMIES™** logo appears on the screen, you'll find out how Junkman captured Spare Tire, Darryl, and Bumper.

You'll then need to choose whether you'll be playing a one player or two player game. Use the SELECT BUTTON to choose which game you want, then press the START BUTTON.

INTRODUCING THE INCREDIBLE CRASH DUMMIES!

"Hi, I'm Spin!"

"And I'm Slick, and we're a couple of dummies."

"Yeah – **Crash Dummies!** It's not the highest-paying job in the world, but we like it. We remind people to buckle their safety belts, then do a little crashin' and bashin' to drive the point home!"

"That's right. But you seem to do more bashin' than most Dummies, Spin! I prefer walking, but you're always riding around on that wheel nut of yours! And speaking of nuts, the maniac we love to hate – Junkman! – has kidnapped our pals, Spare Tire, Darryl, and Bumper!"

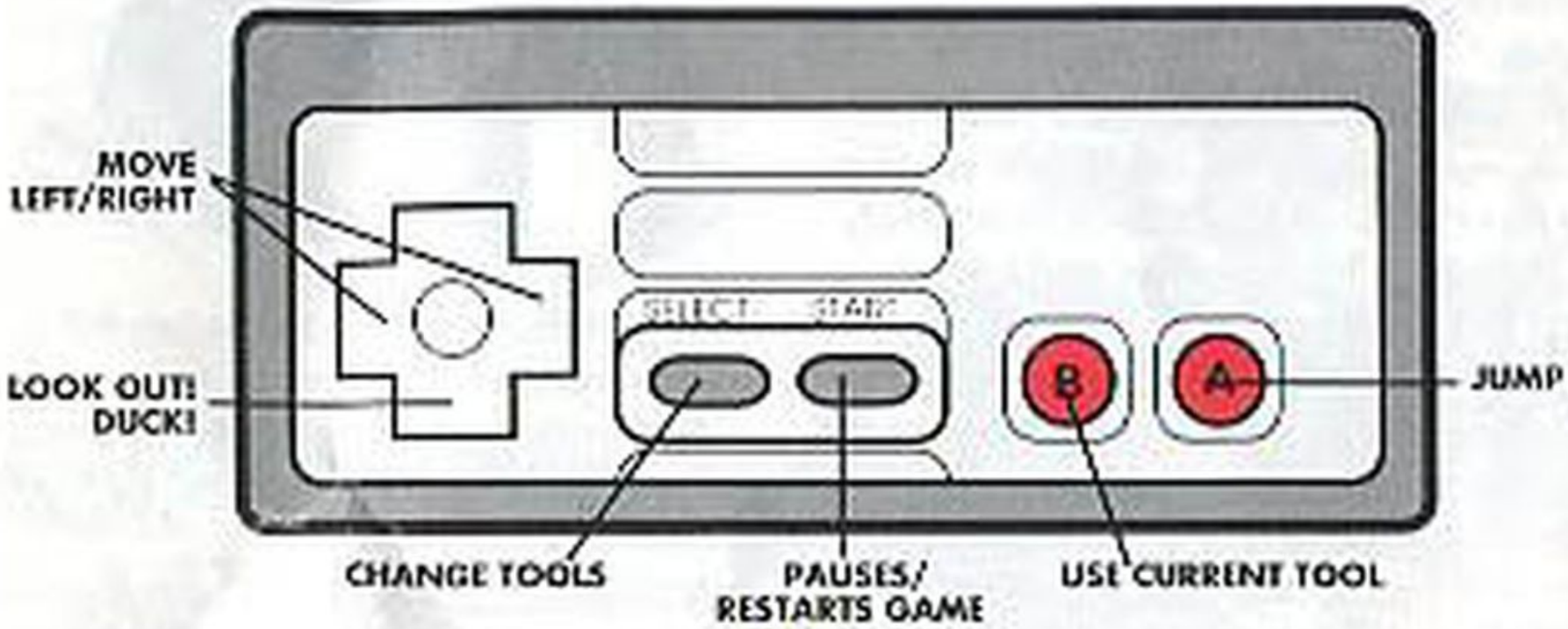
"Oh no, Slick! We have to rescue them!"

"Right! But we have to be careful: Junkman has his army of mean Junkbots, and he's created all kinds of traps and obstacles to keep us from saving our pals!"

"What? Is he nuts? They're not gonna stop us! Hang on, Spare Tire! Don't lose your head, Darryl! Keep yourself together, Bumper! We're on our way!"

CRASH DUMMY CONTROLS

The following illustration shows you the control points on your NINTENDO control pad – and what they'll do.



TOOLS AND SPARE PARTS

Slick and Spin begin the game with an **Exhaust Gun**, which has a stunning effect on junkbots and other nasty characters. It's the basic element of each Crash Dummy's arsenal and they *always* carry it with them. Throughout the course of the game, Slick and Spin will encounter various tools and spare parts that will help them on their way. They can be picked up by passing over them. Here's a guide:

Oil Cans allow you to shoot globs of oil at those devious junkbots. They connect you with more power and more distance to spare than the exhaust gun can.

If you collect enough **Traffic Cones** along the way, you may get enough to add up to an extra life!

Balloons will make the dummy jump farther.

Spare Heads can be found almost anywhere. Not only do they provide a boost in the Dummies' health, they'll help Spin or Slick regain his proper directional control if he loses his head.

Steering Wheels aren't easy to locate, but if you do find one, it will give you temporary invincibility!

An Arm will give you a big hand, knocking all trashies that might come your way, out of your way! They're hard to find and they don't last very long. So, you should use them sparingly.

Rockets speed up a dummy's movements for a short time, but be careful! Some rockets might speed you up so much that you'll be unable to control yourself!

LEVEL ONE:
THE CRASH TEST CENTER

"What a mess. Spin! Junkman has kidnapped Spare Tire, Darryl and Bumper, and we've been in a terrible car wreck! This day isn't starting so great!"

"What's wrong with a good car wreck, Slick? You know, we better pull ourselves together. We've got work to do! You get your head on straight and I'll check out the Test Area."

The Test Area is the research and development center for creating new machines and inventions. Watch out: Some of this new technology is experimental and could get out of control!

Use the stacks of rubber tires to help you get that big bounce to reach high ledges and bonus items.

"I made it, Spin! What did you find out?"

"Well, Slick, it looks like one of those Junkbot goons took Bumper out of the Test Area through the sewers!"

"Gross! It's dark and dank down there and I don't want to get water logged in that stinky water. Yuk! And Junkman may have left somebody behind to guard the place!"
"But we have to save our Dummy buddies! Let's go!"

Your movement through the sewer can be made easier by jumping on the bubbles that rise through the air, but be careful: There may be all kinds of bizarre creatures and hazards, down there!

Junkman **has** left one of his henchmen behind to guard the sewer: The Sewer Beast! Defeat him and not only will you proceed to the next level – you'll have saved Bumper!

LEVEL TWO:
INSIDE THE BIG TOP

"Hey, Spin, we're at the circus!"

"That's right, Slick. This is the big top! Hey – I always wanted to run away and join the circus; getting fired out of a cannon sounds like an easy way to spend the afternoon! Anyway, it looks like the kidnappers probably escaped over those high wires."

"My balance isn't too good after that car wreck this morning, Spin. I don't think I screwed my head back on right. Maybe you'd better check out the big top and I'll go and get an adjustment."

Maneuver your way through the big top by walking along the highwires and using strategicaly placed trampolines to bounce your way out of trouble.

One of Junkman's henchmen knows you're there! Watch out for the acrobats being fired out of the cannons he's aiming at you. They can knock you off the high wire in an instant!

"Here we are at the fun house, Slick."

"I love fun houses! This part of the circus is really my speed. I'll do the exploring here, Spin."

"Okay, Slick...but be careful! I have a bad feeling that there's a lot of danger lurking inside!"

Spin is right: There is a lot of danger lurking in the Fun House! Watch out for surprises that can come at you from almost any direction and ruin any dummy's day!

Pay particular attention to the moving sidewalks in the Fun House: There won't be any clowning around if you forget which way they're traveling.

LEVEL THREE:
THE DOCKS

"Well, Spin, we've made it to the waterfront. What's next?"

"I think we have to get to the other end of the docks, because that's where the junkyard is, and I'll bet Junkman is keeping Spare Tire and Darryl over there."

"Good thinking. I guess we have to make our way through this container yard, right?"

"Right. But don't worry. I have faith in us. You go first."

As you maneuver your way among the containers and trucks in the container yard, watch out: Junkman's henchmen will try and cause you to lose your head and prevent you from saving your friends.

Junkman's henchmen aren't all you have to worry about. Be particularly careful not to get hit by the sacks of grain that may come falling down at you!

"Now we have a tough decision to make, Sick."

"What do you mean, Spin?"

"Well, we could go under the pier, but then we'd have to worry about falling into the water, and I know there are plenty of sharks in there. But if we go on top, on the dock,

there are all kinds of warehouses and who knows what kinds of booby traps there might be!"

"I don't like the looks of this! Something fishy's going on, and I'll bet Junkman has plenty to do with it!"

Under the pier, maneuver your way by using buoys and fishing boats as platforms. Look out for sea going junkbots, bomb toting seagulls and frenzied fish trained in the "Tiger Shark" school of martial arts.

At the end of the pier, is a rat-hearted, rat-fink-of-a-sea-dog pirate, who Junkman has hired to stop you from rescuing your friends. You have to search out and defeat him in his trap-filled warehouse. When you do, you'll have saved Daryl – and you'll be able to move on to the Junkyard.

LEVEL FOUR:
THE JUNKYARD

"I think we're getting closer to Spare Tire, Slick."

"I think so too, Spin. But look at this awful mess! Twisted, half-scrapped cars, broken glass, angles of wires –"

"Looks like our test area at lunch break!"

"Very funny. But what's not so funny is that all that stuff is going to slow us down, Spin. And we're in a race against time!"

"Don't worry, Slick. I think I can crash through all that trash pretty quickly!"

Move as quickly as possible to negotiate your way through all the swinging wrecking balls, chains, car suspension springs, tires and other obstacles in the wrecking yard

When you see a garbage can lid raising, don't slow down, or you will find yourself at the mercy of one of the many junkbots that are bent on raising havoc with any dummy that gets in their way.

"Oh, no!"

"What's the matter, Slick?"

"That wrecking yard was bad enough, but look at this! This is the worst place yet. Spin!"

"For once I have to agree with you, Slick. This is Junkman's Lair – the municipal dumping ground – and I've never seen so many rats, so much rotting refuse, and so many crushed and abandoned cars."

"And if we're not careful, Junkman's gonna crush and abandon us!"

"I'm afraid you're right, but it looks like that tunnel is the only way into Junkman's Lair. Spare Tire – we're here! Hang on – here I come!"

Be careful: This fiery pit is the most dangerous obstacle of all!

Junkman awaits at the far end of the lair. Defeat him and you've saved Spare Tire!

THE INCREDIBLE CRASH DUMMY TRIVIA TEST!

Think you're smart enough to be a Crash Dummy? Try answering some of these questions!

Q: What's the difference between a Crash Dummy who doesn't use a safety belt and a pile of useless spare parts?

A: Nothing!

Q: What's the first thing that goes through your head when you find yourself in an accident without your safety belt buckled?

A: The windshield!

Q: What is a Crash Dummy's favorite sport?

A: Crash Ball!

Q: What's the one thing a person who doesn't use safety belts will never see?

A: An old age!

"DON'T YOU BE A DUMMY:

BUCKLE YOUR SAFETY BELT!"

"AND LEAVE THE CRASHIN' TO US!"

ADVISORY

READ BEFORE USING YOUR NINTENDO® SYSTEM

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games including games played on the Nintendo Entertainment System®. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. Consult your physician before playing video games if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and/or convulsions.

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IT'S HEADBANGING CRASH DUMMIES GAME BOY ADVENTURE!

Whether it's an avalanche of laughs on the ski slopes, or a burst of high pressure humor testing air bags, Crash Dummies love to break a leg!

Don't be a dummy, *Buckle Up!*

Hey, Kids! It's Chaos in Krustyland

Rats have invaded the Fun House. It's up to you to lead the little varmints to the traps manned by Bart and Homer Simpson.

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